

Raider Delta-V Assault Fighters

SPECS

Class: Light Fighters
In Service: 2258
Point Value: 34 each
Ramming Factor: 11
Jinking Limit: 10 Lvl's

MANEUVERING

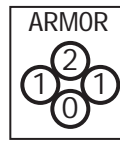
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 5
Stb/Port Defense: 5
Free Thrust: 10
Offensive Bonus: +3
Initiative Bonus: +20

WEAPON DATA

Paired Particle Gun
Number of Guns: 1
Damage: 1d6+5
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn



Flight Level Combat

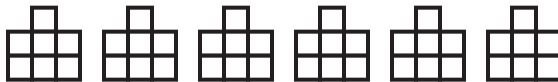
5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight #1

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



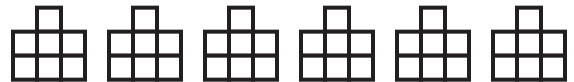
Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



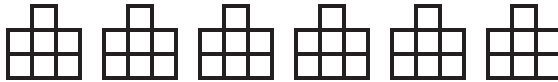
Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



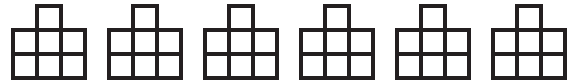
Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



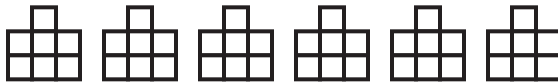
Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



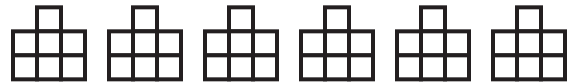
Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



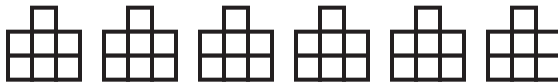
Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



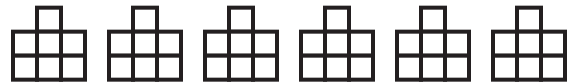
Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed



Initiative	Speed	Thrust Used	Jinking	Notes